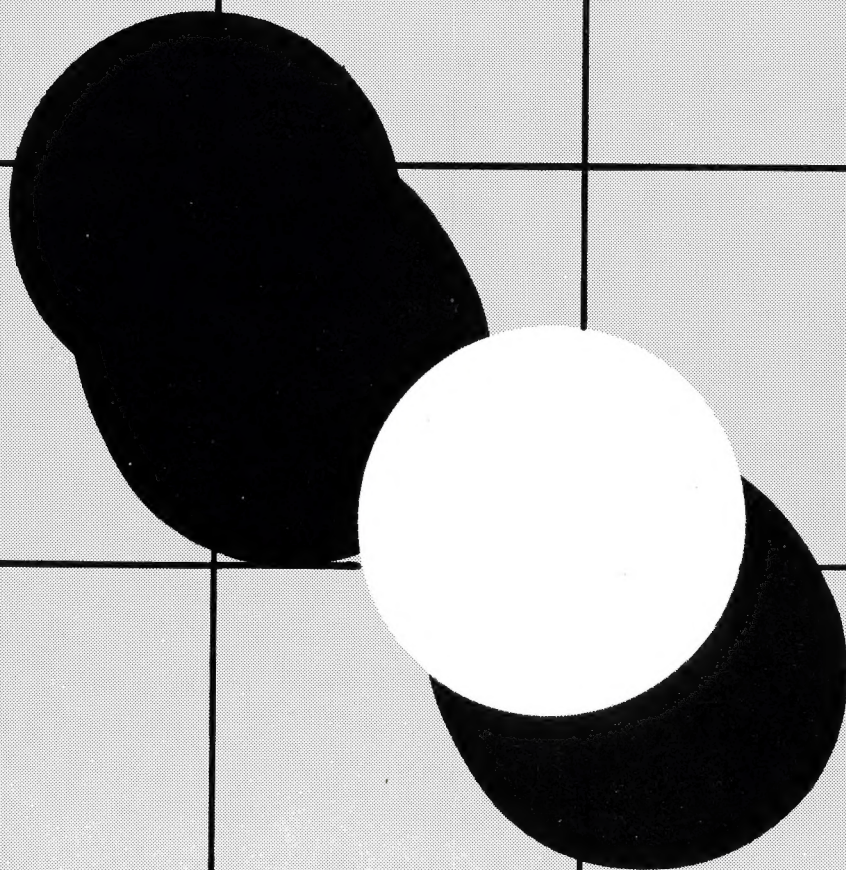


THE AMERICAN GO JOURNAL

Volume 21, Number 1

February 1987





NATIONAL GO SOCIETY

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Beyond being merely a game, go can take on other meanings to enthusiasts: an analogy for life, an intense meditation, a mirror of one's personality, an exercise in abstract reasoning or, when played well, a beautiful art in which black and white dance in delicate balance across the board. But most important for all who play, go, as a game, is challenging and fun.

THE AMERICAN GO JOURNAL (ISSN 0148-0248)

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The AGA is the national organization of US go players, cooperating with similar national organizations around the world. The AGA:

- Publishes the **The American Go Journal and Newsletter**
- Sanctions and promotes AGA-rated tournaments
- Organizes the US Go Congress and Championships
- Maintains a computerized numerical rating system
- Distributes an annual club list and membership list
- Schedules and organizes tours of professional players
- Works to develop a strong national network of clubs
- Promotes go and develops projects to strengthen the US go-playing community

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Your support and that of every player who loves the game of go is crucial to its continued growth. Thank you for your help!

GO NEWS

DOES ELLERY QUEEN PLAY GO?

The Orient has long been a popular setting in the mystery-suspense genre, as fans of Charlie Chan, Mr. Moto and others will attest, and now and then go has made an appearance. A few years ago, a short story entitled "The Takamoku Joseki" appeared, and Trevanian's *Shibumi* brought a hero who had studied with a go master to the best-seller lists. Now a go player has written and sold a compelling short story using go as the theme.

"The Ear-Reddening Move of Shusaku" by Jon Wood 1-dan will appear in the June issue of *The Ellery Queen Mystery Magazine*,

which will be available on newsstands in April. The title refers to a famous story about the legendary mid-19th century player who is the subject of John Power's magnificent compilation *Invincible: The Games of Shusaku*. However, the story is actually set in modern day Tokyo. An informed source describes it as "quite an interesting, well-written story".

Mr. Wood lives in Tokyo and is the club contact for Takadanoba, a registered AGA Chapter. His brief article on the Japanese rating system appears on p. 15 of this issue, and his portrait of *Go World* Editor John Power will appear here in May.

WORLD YOUTH PLAYOFF

Plans are underway for the Fourth World Youth Wei-Chi Championship, to be held this August in Singapore. Two young people and one adult from North America will be selected as our representatives in the next few months.

If you are or know of someone 18 or under who plays at a middle-kyu level or better, you should get more

information. The winner will probably be at least shodan, but just participating in a national playoff can spur further progress.

Interested parties should contact Chen-dao Lin, who will be organizing this year's tournament. Write him at 226 E 26th St. #4A, New York, NY 10010 or call (212) 683-5010, or write directly to the AGA.

DAN-KYU COMMENTARY EXCHANGE PROPOSED

Membership Secretary Bob High proposes that the AGA develop a new membership service: dan-kyu game commentary. It would work as follows:

Dan-level volunteers would be solicited to agree to comment on

some minimum number of games per year (e.g. six). The AGA would forward game records to them in a standardized format and they would have adequate time (e.g. one month) to prepare their commentary. Game records would be processed as

4 received, with no guarantees of rapid response until the system is more firmly established. AGA would keep copies of games and comments, and might wish to publish a collection at some point.

The AGA would charge a set fee for this service. Commentators would receive a small credit toward their next membership renewal. The AGA would provide standardized recording forms and brief, explicit guidelines for commentary. The Bob is willing to act as initial coordinator, though he would soon be looking for a recruit. If you have comments or interest, send them to him at AGA, Box 397 Old Chelsea Station, New York, NY 10113.

TOURNAMENTS AND EVENTS

DATE	EVENT & SITE	CONTACT
3/28-29	Texas Open Arlington, TX	Wendell Chen (817) 572-3915
4/4	NoVa Cherry Blossom Tournament	Ken Koester (703) 830-5839
4/4-5	Seattle Cherry Blossom Tournament	Chris Kirschner (206) 323-8758
4/11-12	First San Francisco Honinbo Tournament	Mark Cerny (415) 922-4971/563-9737
4/12	Boston Spring Tournament	Don Wiener (617) 734-6316
4/26	Philadelphia Spring Tournament Philadelphia, PA	Phil Straus (215) 568-2206
5/2-3	Second Colorado Championships	Bert Bates (303) 499-8138
5/23-24	Portland Open Japanese Garden	Mel Nicolai (503) 234-0628
5/23-24	Fifth Midwestern Championship and Clinic	Phil Kauffman (913) 432-9785
5/23 or 24	14th Maryland Open	Warren Litt (301) 322-9405
7/12	Boston Summer Tournament	Don Wiener (617) 734-6316
7/12	Noble Carlson Memorial Tournament Cleveland, Ohio	Roger White (216) 248-8433
7/21-26	Hollyhock Farm Go Retreat featuring James Kerwin pro 1-dan	Box 127 Manson's Landing B.C., VOP 1KO, Canada
7/25-8/8	1987 EUROPEAN GO CONGRESS Grenoble, France	
8/8-16	1987 US GO CONGRESS Mount Holyoke, MA	US Go Congress '87 Box 235 Northampton, MA 01060
9/5-6	1987 Western Us Championship Los Angeles, CA	Richard Dolen (213) 828-0478

LA KISEI

by Gary Roberts 5-dan

reprinted from Aji

The San Francisco Go Club Newsletter

On January 12 and 13 I was lucky enough to witness a momentous event in the history of world go — the playing of the first game of the Kisei-sen in Los Angeles. This is the first time in history that a major Japanese tournament game has ever been played outside the Orient, and only the second time one was played outside Japan.

This important game pitted title holder Kobayashi Koichi against Takemiya Masaki, who is well-known for his influence-oriented style of play. Between them they won well over half a million dollars in prize money in 1985. Now they faced one another to compete for the most important go title in Japan — right here in the US! It was as if the first game of the World Series were to be played in Tokyo.

The game took place in the plush New Otani in Los Angeles' "Little Tokyo". During the game the hotel was a paradise for go autograph hunters. Living legends of go could be found browsing for postcards, drinking cocktails, eating lunch and generally behaving like ordinary human beings.

A few helpful hints for go fans: Kato Masao, Meijin, can often be found in the lounges. To find Rin Kaiho one is advised to wait outside elevators (also carry a calligraphic pen and a stock of go books.) Also present were Hashimoto Utarō 9-dan, former Honinbo; Miyamoto Naoki 9-dan, author of *Breakthrough To Shodan*; and Kawamura 8-dan, all of the Kansai Kiin. Oeda 8-dan and his student, Michael Redmond 5-dan, were there,

Michael acting as translator. Two female pros attended, Aizawa 2-dan and Yoshida 1-dan, along with many other players who I did not recognize. All in all quite a crowd.

The big game itself was a bit of a disappointment since Takemiya, who took black, made several errors in the early middle game. The final score was quite close, but it was clear that Kobayashi was in complete control throughout the middle and later stages of the game.

Personally I hope that Takemiya does better in the rest of the match as he seems like such a friendly and likeable fellow. He knows a little English and when I cornered him in an elevator to have him sign a fan he asked me what level I was. I nearly said, "second floor"! Then quickly realizing what he meant I said "Go dan". He shook my hand warmly and expressed amazement at my great strength, making me feel as if I'd done him a favor. A nice guy.

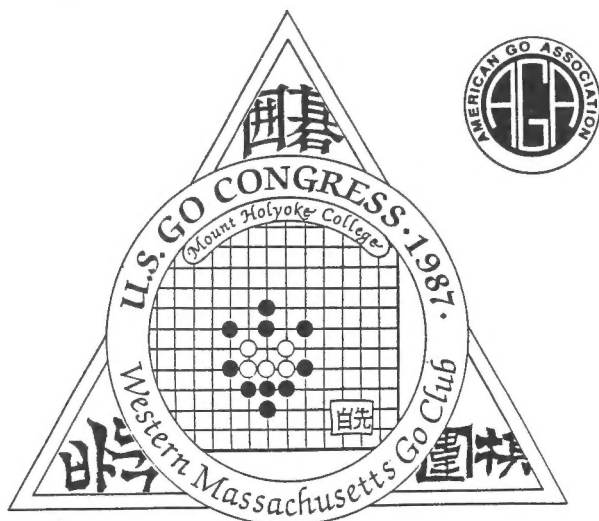
The second half of the final day of the game was relayed by video to a packed audience of go fans where the whole game was analyzed by Rin Kaiho and translated by Redmond. This was very informative.

The Amateur Kisei Tournament was held on the weekend of the 10th and 11th, with three games on Saturday and two on Sunday with approximately 80 participants, including twelve 6-dans and two 5-dans in the top section. It was very well organized and run by Richard Dolen. Yi Ho Suk won, followed by Ton Tuh, Ha Soo I and your humble author, representing the San Francisco Go Club.

6

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or by calling (413) 586-6255 or (413) 323-6782

Talking Stones

Peter Shotwell



Thoughts On The Protracted Game

Dr. Scott Boorman, now a professor of sociology at Yale, wrote The Protracted Game in 1969, when he was 19. On page 5 he stated his purpose:

It is safe to assume that, historically, there has probably been considerable interaction between the strategy of wei-ch'i and the strategy used in Chinese warfare. If indeed wei-ch'i and Chinese Communist strategy are products of the same strategic tradition, wei-ch'i may be more realistically used as an analogic model of that strategy than any purely theoretical structure generated by a Western social scientist.

This is a far-reaching thesis and the academic reviewers (all non-go players), while generally finding the book "interesting", saw a number of problems with it. I would like to review their findings and point out some other difficulties from my own point of view. Boorman has never replied to his critics and for six months he declined to be interviewed for this Journal. However, these pages are open to him should he care to reply.

Some of the reviewers were chess players and were familiar with similar attempts to equate chess with war. They pointed out that even if Boorman's thesis was valid, its predictive value was limited because knowledge in a board game is highly specific to that game. One learns to play go by playing go; one learns to fight wars by fighting wars.

In Boorman's type of sociological model making and theorizing, one critic pointed out, the definition of what constitutes the "playing board" becomes so arbitrary and fluid that it requires a proliferation of boards to accommodate the incongruities of fact. For example, Boorman draws an analogy that Mao played the "corners" (Mountains) and "edges" (deserts) first, in keeping with the "corner-side-center" principle in go. Mao, however, certainly did not select his first battleground and staging areas. (Last issue I quoted a Chinese analogy placing the mountains and deserts in the center of the board.) Of course, as the critics have noted, the Nationalist Chinese and Japanese played go also. Their military tactics did not resemble go nor did Mao's, really. He was fighting for the whole of China, not striving for the winning portion of a balance of territories.

Scholars more familiar with Mao's writings pointed out that in all the volumes and volumes of his work, there are only three references to go. They were extremely minor and one had to be footnoted so that his Chinese readers would know what he was talking about. On the other hand, Mao's writings are full of quotes from the various Chinese masters of war, the most famous being Sun Tzu's The Art Of War. Sun Tzu's aphorisms are also applicable, in a broad way, to go strategy and form the basis of every

Chinese Pros Tour US

by Chen-dao Lin and Roy Laird

The 1986 holiday season was an especially enjoyable one for American go players. On December 19 Zhujiu Jiang 8-dan and Zhenzhong Shao 7-dan, two of the strongest professional players in China, arrived in Los Angeles with their team captain, Zhongming Zhang, Deputy Section Chief of the China Sports Federation's Liaison Department. They were here for a whirlwind US tour. They visited several cities on both coasts, played hundreds of simultaneous games, gave lectures and demonstrations, and were taken on various tours by their hosts. Since they stayed in players' homes, they really got a close look at American life.

For the past several years, Chinese professional players have been visiting Los Angeles on a yearly basis, an arrangement worked out by James Chen of Los Angeles in cooperation with the Liaison Department of the China Sports Federation. This year for the first time, the AGA was able to arrange an extensive tour of the East Coast as well.

Mr. Jiang, tall and thin and ever ready with a warm smile, has made quite a name for himself at 24. In the first NEC Japan-China Super Go Tournament in 1985 he defeated five Japanese professionals in succession — Yoda Norimoto 5-dan, Kobayashi Satoru 8-dan, Awaji Shuzo 9-dan, Kataoka Satoshi 7-dan and Ishida Akira 9-dan.

Mr. Shao, 28, has also had quite a distinguished career since winning the World Amateur Championship in 1981. He placed second in the Individual Championship in 1982 and 1983, and came in third in 1985. He won the National Championship in 1983.

Arriving in Los Angeles on December 19, the pros and their captain remained on the West Coast for about ten days. They played many simultaneous games at the Chinese Go Association of Los Angeles, which sponsored the West Coast tour. They visited Mr. James Chen's youth class, where youngsters range in age from eight to fourteen. Their even result against Mr. Shao at handicaps ranging from five to seven stones reflects their rapid progress. Credit for this must go to Yi-len Yang, pro 6-dan from Shanghai, whose enthusiastic and generous spirit we all still remember from the Second US Go Congress.

On Sunday, December 28, the pros visited The San Francisco Go Club, where they played ten simultaneous games each, impressing all with their power and grace. Later there was a delightful banquet. They also visited San Diego and went to Las Vegas.

On January 2, the two pros and Mr. Zhang arrived in New York City where the AGA had a welcoming banquet awaiting them. The banquet was well attended and was generously sponsored by Maplewood Productions, which also took care of living arrangements in New York City. In addition Mr. Wayne Sun of Maplewood was placed at the disposal of the professionals and accompanied them on their East Coast tour.

The New York Wei-chi Society greeted the pros wholeheartedly at their club in Chinatown the following day (1/3). After an exhibition game there was simultaneous play. The following day the honor went to The New York Go Club, where twenty lucky players were selected from an



Left to Right: Geen Mak of the New York Wei-chi Society; Chen-dao Lin, principal organizer of the East Coast tour; Zhenzhong Shao 7-dan; AGA President Terry Benson; Zhujiu Zhang 8-dan; Lee Ohliger of the New York Go Club; James Chen of Los Angeles.

enthusiastic crowd.

The first stop outside New York was Springfield, MA, (1/5 - 6) where members of the small but enthusiastic Pioneer Valley Go Club (which is organizing this year's Go Congress) showed them a glimpse of rural America - a mobile home park, a local newspaper printing plant. The local newspaper also did a feature article on the professionals' visit. The simultaneous play and analysis went on into the early morning hours.

Then it was on to Boston (1/7 - 8), where they visited Lexington and Concord where the American Revolution started, as well as many other historic sites. The Massachusetts Go Association had a dinner reception as well as simultaneous games at the Harvard Faculty Club the first evening. The second evening they played smaller groups.

In Washington our Chinese guests toured the Capitol extensively, visiting such places as the Kennedy Center, the White House, the Smithsonian Museum and the Vietnam Memorial. They rode the Senate subway from the Capitol to the Senate Office Building, where there was a chance meeting with

some other Chinese dignitaries, who were honored and pleased to encounter such famous fellow countrymen.

William Skees, who hosted the pros at his home, played a simultaneous game with Mr. Jiang in Washington. He writes that "later that evening after dinner and sightseeing, well toward midnight, he suddenly volunteered to show me my mistakes. To my surprise, out of all the games he had played that day and despite the many distractions and interruptions of the day, he reproduced our board exactly, 125 moves or so. Small wonder that I look forward to seeing such gentlemen return."

From Washington the touring party was driven to Baltimore, an enjoyable trip enlivened by discussion of US history and anecdotes about US Presidents. It seems that Chinese schoolchildren learn a great deal more about US history than US children learn about Chinese history. After a one-day visit to the Baltimore Go Club (1/11) our guests moved on to Philadelphia, where they were shown around City Hall, the Gallery shopping center and finally to the Liberty Bell and

Independence Hall. They were surprised and delighted to find descriptions of Independence Hall written in Chinese. Feature stories about their visit appeared in the *Enquirer* and The Philadelphia Daily News the next day.

After Philadelphia the group came back to New York City on 1/13, where simultaneous games and lectures went on daily at The New York Go Club. On Thursday (1/15) a visit to the Murray Hill Go Club at Bell Labs in New Jersey was arranged.

The New York go playing community also showed our guests as many sights as time permitted, including the UN, The Statue of Liberty, World Trade Center, the Stock Exchanges, Metropolitan Museum, the Broadway show 42nd St., a drive through Harlem — we even took them to a disco!



Mr. Jiang counts liberties in Philadelphia

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The trip was quite hectic and exhausting — near the end they actually began to lose a few of their games! However, this did not dampen their warmth and enthusiasm. Mr. Zhang, the team captain, stated at the farewell dinner sponsored by the AGA that he and the pros were delighted to find many more weiqi players than they had expected. He also expressed appreciation for the great hospitality and enthusiasm that they had found everywhere they went. Future exchanges were discussed and spirits were high as we bid our farewell.

We still have a great deal to learn about conducting these tours and in some cases, much to learn about proper etiquette. In a simultaneous exhibition, when the pro comes to your board you should play your move. If you are sure that the pro is ahead on the board — or even that you are not ahead — show your respect for the professional's superior skill and resign. You may be treated to an analysis of your game. If so, listen attentively. Do not argue! Fortunately, Mr. Jiang and Mr Shao were good sports.

The AGA hopes to organize more tours like this involving professional players from the Orient. If you would like to have a professional visit your club contact Chen—dao Lin. Write him at 226 E. 26 St. #4A or call him at (212) 683—5010. You must be prepared to take good care of your guests, who are usually willing stay at people's homes. In this case each participating club paid a fixed amount per day of visit toward defraying transportation and miscellaneous expenses.

Special thanks to all the organizers who made this event possible, particularly Lee Ohliger, Geen Mak, Wayne Sun, Albert Meng, Peter Shotwell, Masao Takabe and Marvin and Katherine Wolfthal in New York; Bob McGuigan, Micah Feldman and Bill Saltman in Springfield; Don Wiener, Skip Ascheim and Bruce Wilcox in Boston; Haskell Small and William Skees in Washington; Martin Soveroski and Warren Litt in Baltimore; Phil Straus in Philadelphia; and former AGA Presidents Robert McCallister and Robert Ryder in New Jersey.



Phil Straus

Mr. Shao takes black for the only time this tour
(vs. Miriam Straus, age 3)

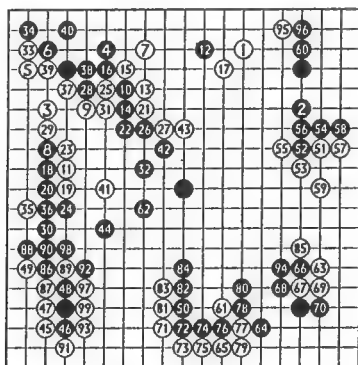
TWO VALIANT EFFORTS

Here is a small sample of the style of play exhibited by the Chinese professionals who recently toured the US. We wish we could also present one of Mr Jiang's games, but none were submitted for publication. In any event, these two tastes of Mr. Shao's strength reflect the unorthodox early moves and scrappy fighting spirit that excited and mystified players on both Coasts.

Black: Bob Senoo 2-dan

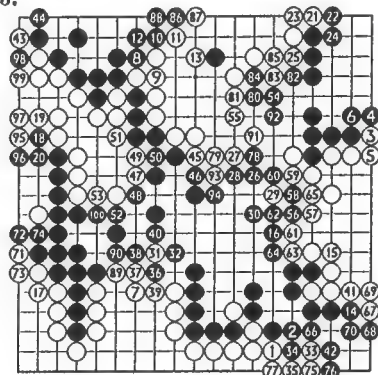
White: Zhenzhong Shao 7-dan

Played 1/14/87 at the NY Go Club
W wins by 7 points



Game Record 1
1-100
100 fills at 89

B52 is no good. Something more aggressive like 59 is better. B60 is too heavy and should be at 45. B74 is the worst move; it should be at 75.

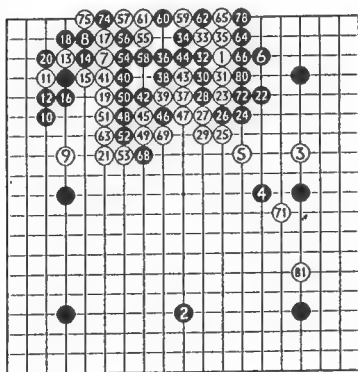


Game Record 2
101-199
subsequent moves omitted

Black: Michael Simon 1-dan

White: Zhengzong Shao 7-dan

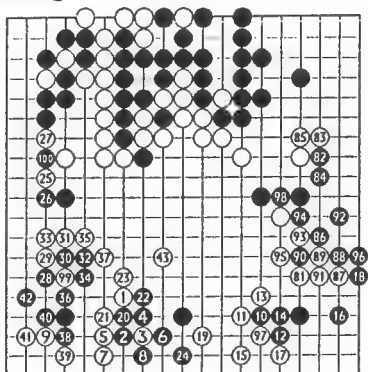
Played 1/10/87 at the NY Go Club
W wins by resignation



Game Record 1
1-81

Ko: 67, 70, 73, 76, 79
77 fills at 74

W59 would be better at 74. B82 should have been at 110. B116 should be below 97. B126 should push on W from above rather than blocking.



Game Record 2
82-143

THE AMATEUR RATING SYSTEM IN JAPAN

by Jonathan Wood

In response to Joel Sanet's 2/86 letter concerning his ranking at the Takadanobaba Go Club here in Tokyo, I'd like to make a few comments on the amateur go rating system in Japan.

It's a fact that ratings here are inflated, particularly when compared with Europe and America. This is because go is not only a game here, but a business as well. The Nihon Ki-in, which is the main governing body of go, makes a fair amount of its income (as do many professionals) by awarding "diplomas" of rank to those deemed worthy — and who can pay the required fee. This varies from 25,000 yen (about \$150) for a shodan diploma to 180,000 yen (over \$1000) for a 6-dan award.

This is a remnant of the *iemoto* system, which is still used in flower arrangement, *koto* playing, the tea ceremony and other arts in Japan. As one progresses up the "ranks", the going gets steeper in terms of ability. It also rises financially because it is felt that the higher one goes, the more one is indebted to one's teacher. If one goes high enough, it is possible to become a teacher and earn fees oneself. This system serves to perpetuate the arts here in Japan, though it is not without its detractors.

The problem of inflation in go arises, however, because there is a return feeling from the teacher (in this case the Nihon Ki-in) that if someone invests a lot of money in lessons with professionals, equipment and books, he/she is entitled to a promotion by dint of sincerity, if not ability. Also, to be realistic, the higher one goes the more money he/she adds to the coffers. Consequently, there are people in Japan with 3-dan diplomas, for

example, who would be hard-pressed to beat an American shodan, though I hasten to say that this is not typical.

All this is because, deep down, professionals don't think amateur dan rankings matter. That's why you won't find all pros playing all out to beat amateurs (at least here in Japan). After all, what does a pro care about losing to an amateur? It's not the *oteai*, where winning and losing affect a player's promotion chances, salary and even career. To a pro, it makes no difference if one is amateur shodan or 6-dan. In America and Europe, however, amateur rankings mean a great deal and they are taken quite seriously, because there the amateurs are the strongest players, just as the pros are in Japan. To sum up, the AGA assigns rankings based upon skill, whereas the situation in Japan involves more subjective factors.

At the Takadanobaba Go Club, the rankings are consistent *inside the club*. After getting used to the style of play (a kind of home-made go, where fighting and resistance to cigarette smoke often take priority over shape, style and, occasionally, common sense), and playing a fair number of games over a period of time, you'll be at the right level relative to the players there. Unfortunately, I can't say how that would compare with other players and clubs in Japan, much less the US or Europe. Never having played in America myself, I can't judge the level by personal experience. However, I would guess that American players seem to play about one stone stronger here. It would be interesting to hear from others with experience playing in Japan to see how they did relative to their US ratings.

Translation by T Ogoshi English preparation by Roger A Newlander
 Edited by Don Wiener

PART 2--INVASION

TYPE VII

In this Type B has protected his one-point corner enclosure with a large knight's move (BA) while W has closely approached B's position from both sides. In this situation an invasion is the correct procedure. An erasure maneuver would be poor due to the lack of room with which to work. There are three possible invasion points which we will take up individually. In making the choice of which one to adopt, first consideration should be given to what kind of outside influence might result from such a choice.

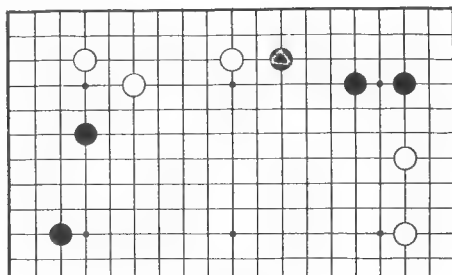
We will also take up the possibilities that might result from a slightly altered position, namely one where W is slightly stronger or weaker on one side or the other. The methods and the differences between the weak and strong W positions should be learned more from their basic principles than from particular examples so that the reader will not mix the ideas up when it comes to applying them.

First of all, let's see what B might do if W hesitates in his invasion. In Diagram A, B attains a stable position which will be difficult for W to enter. This does not necessarily mean that W must invade immediately, since there might be a more important point elsewhere from the standpoint of the whole board.

Suppose the position is slightly different, as in Diagram B. If W defends his position with W1, B plays 2. When W defends with 3, B can play at a, for example, and his defense would be very strong. Therefore, W should invade even before further defending his own position with W1.

DIAGRAM 1 (next page): The best point to invade is at a. In answer to this, B could block from the right at b, or he could play from the outside with c or d.

DIAGRAMS 2 & 3: The first possibility that we will discuss is shown in Diagram 2. Here B stops W from entering the corner and play might continue as in Diagram 3. B cannot kill the invasion outright, so he must give up something. In return B secures the corner. The result can be considered about even. After W 9, B must immediately guard against a further invasion at a. If he doesn't, he will face the serious threat of



TYPE VII

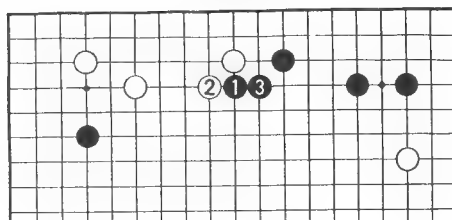


Diagram A

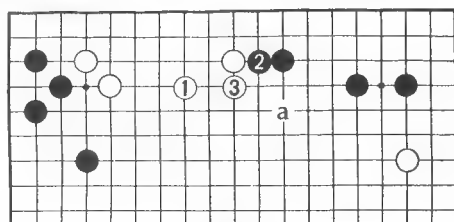


Diagram B

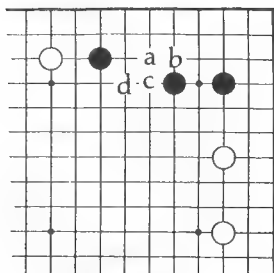


Diagram 1

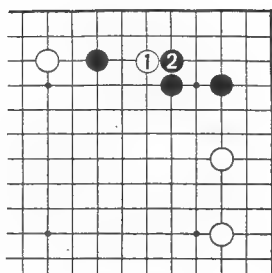


Diagram 2

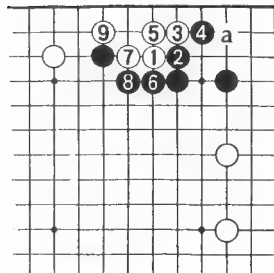


Diagram 3

Diagram C.

DIAGRAMS 4 & 5: W could play W3 here (instead of a), but this variation is not too good for W. First of all, comparing the result, Diagram 5, with that of Diagram 3, B's gain in thickness should be obvious. Moreover, after Diagram 5, W₂ is no longer playable as it was in Diagram C. This is shown in Diagram D. Another variation arises after Diagram 4

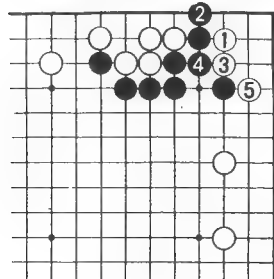


Diagram C

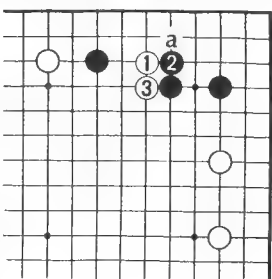


Diagram 4

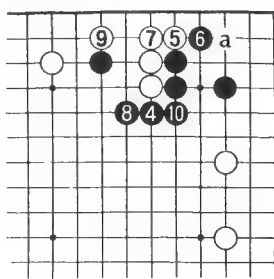


Diagram 5

if W plays 1 in Diagram E. With B2 & 4, B secures a good section of the corner and W still must capture a troublesome stone (BA) in his formation. W's result here is poor.

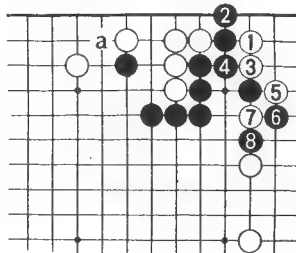


Diagram D

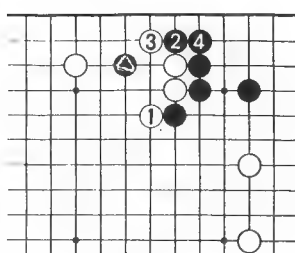


Diagram E

continued on p. 25

ISHI PRESS INTERNATIONAL PLAYS A FAST-PACED OPENING

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GETTING THE MOST OUT OF THE OPENING

Part III

Typical Fuseki Patterns and Their Game Plans

by Ohira Shuzo 9-dan

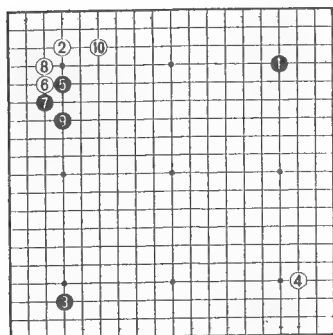
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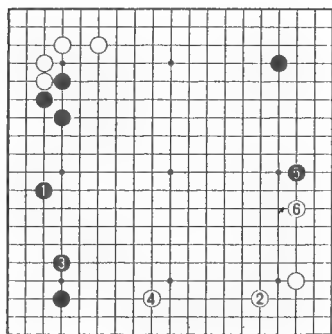
translated by Bob Terry

In this issue we conclude Ohira's discussion of opening theory with a further elaboration on last issue's theme and a closing discussion of how to extend from corner enclosures.

COMBINING A CORNER ENCLOSURE AND AN EXTENSION



Dia. 1



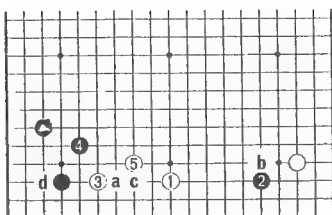
Dia. 2

In a way this discussion continues a theme from the previous section: the "fighting 3-4 points". The fact is the opposing 3-4 points have only recently come into use in the opening, so a concrete theory on the matter has not yet evolved. There is still plenty of scope for research.

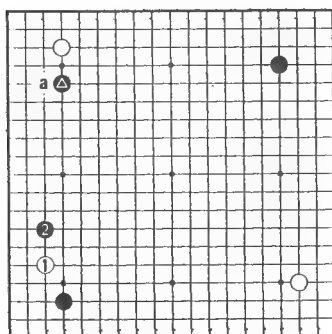
Common sense would dictate that B press the "fighting 3-4" attack with 5 at 6, but the high kakari at B5 is also strong. W plays normally by attaching at 6 and initiating the joseki to 10. The theme I want to explore here concerns B's next move.

B's extension to 1 in Dia. 2 is the joseki move. Next W encloses his corner at 2 and B does likewise at 3. W extends to 4 and then B5 is the biggest point. Now W's checking extension at 6 — not a bad move among them. And yet somehow B's play is overly optimistic, there is no power in his punches. In an even game with B giving 5 1/2 points komi, W's prospects must be considered better.

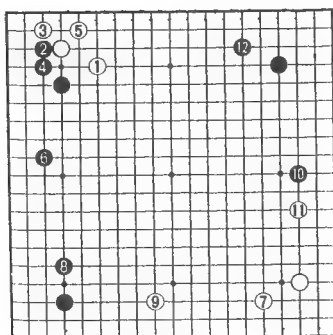
B has a flattened position on the left side and my feeling is that it's inferior to W's shape in the lower right.



Dia. 6



Dia. 7



Dia. 8

This resembles the opening in Dia. 2. Please compare the two openings. Surely you can see that W has restricted himself in Dia. 8. As a result B has been able to dig into W's upper left corner and expand his left side.

It's a subtle distinction but Dia. 2 illustrates a promising opening for W while Dia. 8 is promising for B.

How about W1 in Dia. 6? If B answers with *a*, W can enclose the corner at *b* and consider the maneuver a success. B would feel compelled instead to play the *kakari* of 2 and W would then advance on B's corner with 3. If B jumps into W's position at *c*, W would immediately attach at *d* and take a chunk out of B's corner. That would be unbearable so B defends at 4 and W also fixes up his shape with 5. This is probably par for the situation. But how about the overall picture?

Certainly B's framework has been scaled down, but B's still serves the dual purpose of protecting the corner and the side and he made a great gain by preventing W, with the one move at B2, from enclosing the corner. In the confusion B has succeeded in enclosing a corner while W has failed. This is again an easy opening for B to play.

What if W does not attach at *a* in Dia. 7 as he did originally, but plays the *kakari* of W1 against B's lower left corner? B squeezes him to the limit with 2 and challenges W to a fight in which B's marked stone will surely prove effective. This guarantees that B will preserve his opening move advantage.

If W plays leisurely with 1 in Dia. 8, B is happy to attach and draw back with 2 and 4. B6 finishes up the joseki and play proceeds peacefully to B12.



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² By Bruce Wilcox

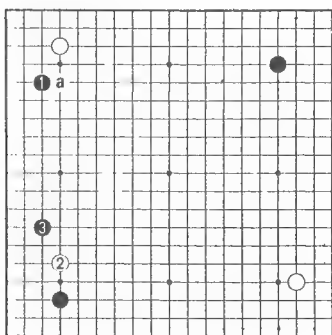
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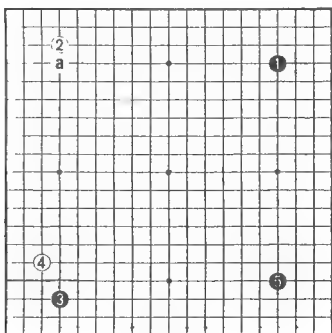
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Dia. 9



Dia. 10

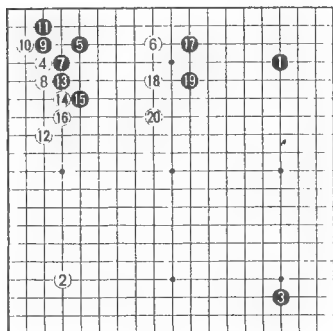
Going back even farther, to the very beginning, we have the opening in Dia. 9. I pointed out that in this opening the *kakari* of B1 is the most often played and from olden times the opinion has been that in order for B to make the most of his first move advantage in this "fighting 3-4 point" opening, he should play the low *kakari* of 1 and answer W2 with B3. The continuations appeared in Part I and all I want to add here is that the *kakari* at Ba, though not in the standard repertoire of opening patterns, is nonetheless eminently playable. Try it yourself.

Going back farther still, W might try to get the jump on B by replying to the "fighting 3-4 points" of B3 with the immediate *kakari* at a in Dia. 10. But B occupies the empty corner with 5 and this could not be bad for him.

Now I'm returning to the very first moves, but W can avoid the very question of the "fighting 3-4 points" by playing 2 at a or 5, but you can be sure he'll simply be presented with some other problems in the opening.

The opening is an unfathomable riddle which one must challenge in order to appreciate its charm. If you shun that riddle, you might as well give up the game of go itself.

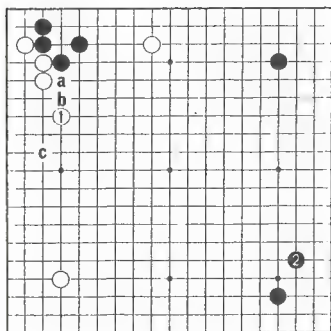
THE RELATIONSHIP BETWEEN A CORNER ENCLOSURE AND AN EXTENSION



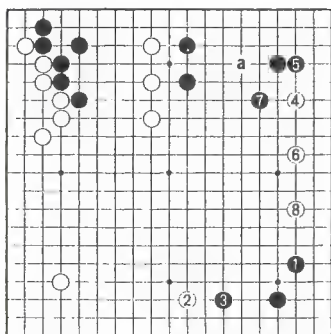
Dia. 1

For this final essay I have again taken the opening from an actual game, but I have changed one part of it. However, I haven't substituted any strange moves as this remade opening might well appear in some other professional game. Dia. 1 shows this "custom-made" opening.

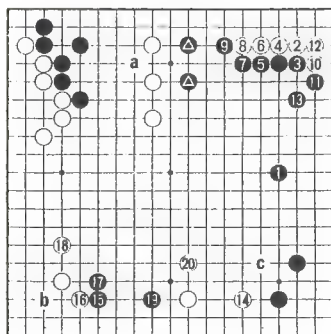
W's three-point pincer of 6 is played not so much with an eye to attacking B5 as to slip in between the sphere of influence it creates in

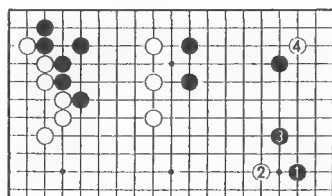


Dia. 2

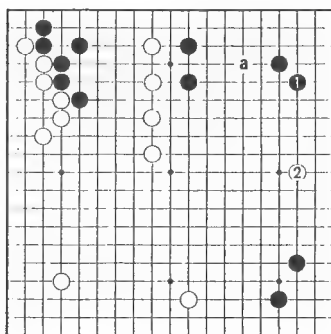


Dia. 3

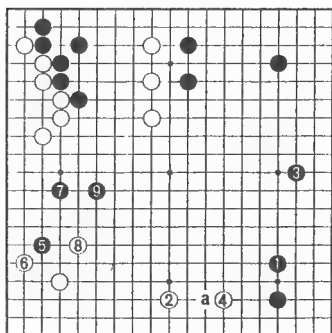




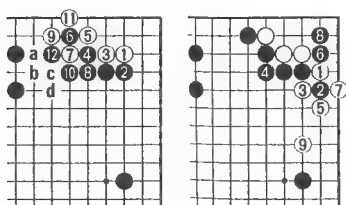
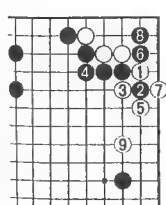
Dia. 5



Dia. 6



Dia. 7

Dia. 8
W13 fills @ 6

Dia. 9

Undoubtedly, B places his hopes on the right side territory, but there too, W works perfectly to settle his own shape and to erase B's *moyo* (territorial framework).

W has an easy game.

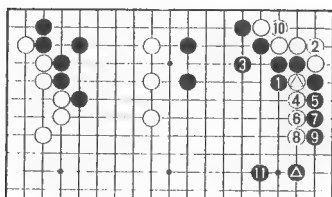
B1 in Dia. 5 is too low in relation to the lower right corner enclosure and W will aim at capping at 2 and invading at 4. B1 in Dia. 6 protects the corner while attempting to strengthen the side, but this is a half-measure. W slips into the side at 2 and this stone cannot be attacked effectively while W can aim at an invasion at *a*.

The one-space enclosure of B1 in Dia. 7 is correct here. W2-B3 is the follow-up. W4 is big compared to a move at *a*, but then B can skip lightly into and out of W's left side position. B's right side territory is big enough so that he is free to play this way.

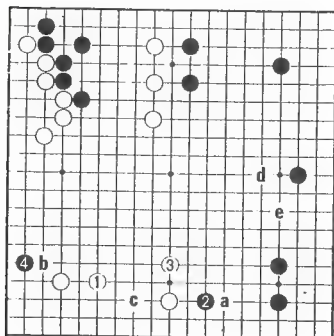
It's difficult to visualize but the presence of B3 will make W reluctant to invade the upper right corner. If he does so with W1 in Dia. 8, B blocks at 2 and answers W5 with the double *hane* (bend) of 4 and 6. After the joseki ends with W connecting (13 at 6), B can play elsewhere. If W should atari *a*, B plays *b*-Wc-Bd. This is too good for B so W will answer the double hane with a hane of his own at 1 in Dia. 9, aiming at an exchange. In

OOPS!

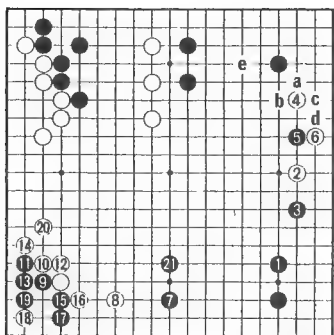
Photos on pp. 14-15 of last issue should have been credited to Philadelphia Organizer Phil Straus, whose pictures also appear with the China pro tour article in this issue.



Dia. 10



Dia. 11



Dia. 12

There is no comparison between W's left side position and B's in the lower right. Since W has played on the star-point in the lower left corner, B can count on exploiting its defects to take profit. B9 to W20 is one variation that may be played. When B gets a chance he can settle the upper right corner with the easy-going sequence Ba-Wb-Bc-Wd-Be. This is good enough for him.

this joseki B takes a big corner, but W lives in the right side and that would be okay for him.

However, B will hardly be so obliging. When W cuts with the marked stone in Dia. 10, B can choose a different variation with 1. If W2, B3. Before living with 10, W can try moving out with 4, 6 and 8. But there's a strong possibility that these stones will simply be lost. That's because B's marked stone is in just the right spot.

I imagine you can understand now why W is restrained from invading at the 3-3 point of B's corner.

Instead of extending to Wa in Dia. 11, what if W builds up the lower left with 1? B will play the checking extension of 2. He is also testing W's reaction with this calm and collected move. That is, if W jumps to 3, B4. This looks like an off-beat move, and so it is, but it cannot be easily attacked. The point is, B merely has to settle himself here. If W plays 3 at b, B has the sharp invasion at c.

Afterward, it's enough to answer W's capping play at d with Be. B is no longer banking on the upper right corner territory and so doesn't have to worry about an invasion at the 3-3 point. If W slips into B's sphere with 2 in Dia. 12, B plays 3 and gets a kind of double wing formation with 7 (B5 limits W's freedom of action here).

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24 KESHI AND UCHIKOMI cont'd from p. 14

DIAGRAMS 6 & 7: Diagram 6 shows another possibility for W3. This play is not bad for W, and the result can be considered about even. W could also have connected at *a* instead of 5. B1 in Diagram 7, replacing 4 in Diagram 6, does not capture the two W stones. W escapes by playing W2 & 4, which also separates the B forces. B has no reason to bring on these unnecessary complications.

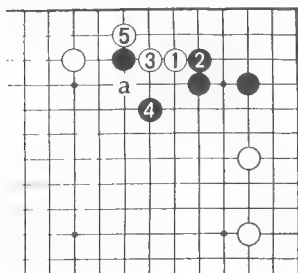


Diagram 6

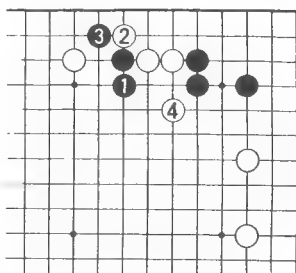


Diagram 7

Now let's go back to the original invasion and consider another main line of play.

DIAGRAMS 8, 9 & 10:

Here B answers W1 at B2. Against this defense, W3 is an effective move. The result might then take the form of Diagram 9. B's loss along the side is heavy, so this is locally unfavorable for him. However,

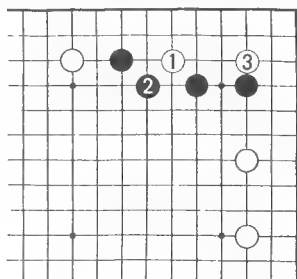


Diagram 8

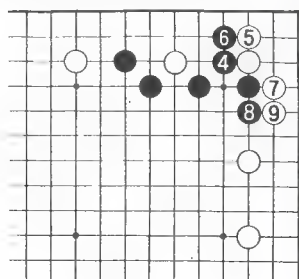


Diagram 9

if the position on the left side is as in Diagram 10, this variation might prove favorable overall. In Diagram 10, B has a counter invasion at 1 which will compensate for the loss along the right side. These are things W must consider before launching his initial invasion. In general, B2 of Diagram 8 is not good unless B can continue with a strong attack and/or invasion as, for example, in Diagram 10.

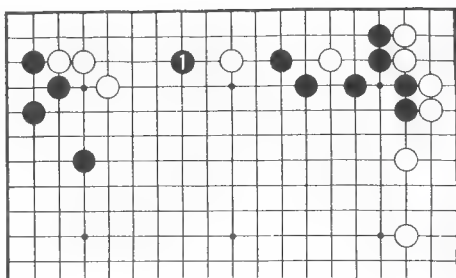


Diagram 10

DIAGRAM 11: If B plays 8 in Diagram 9 at B1 in Diagram 11, he secures the whole corner, but W is strengthened on the right side and in addition it is now W's turn to play. With a strong group on the right, he can go ahead and plan

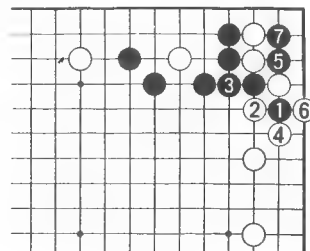


Diagram 11

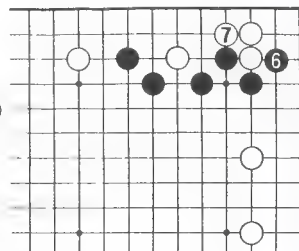


Diagram 12

other strategies, or simply guard against B1 in Diagram 10.

DIAGRAM 12 (previous page): This is a variation where B stops W from connecting along the right side. In this case W can simply turn to the left and live along the upper edge. It would be a mistake for W to play in the other direction with W1 as in Diagram F.

Going back to Diagram 8, if B plays B1 on the other side as in Diagram G, W has room to live as shown in the sequence through W8.

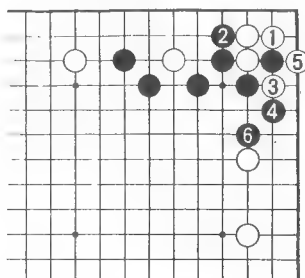


Diagram F

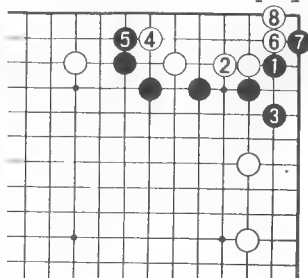


Diagram G

DIAGRAMS 13 & 14: Following Diagram 12, W can live no matter how B attacks. Diagrams 13 & 14 give two examples.

Notice that the outer B wall contains weaknesses, especially in Diagram 14. This is in addition to the area B has lost.

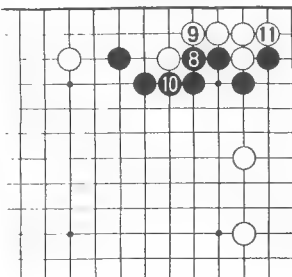


Diagram 13

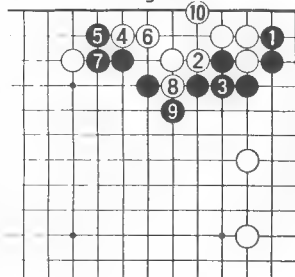


Diagram 14

What all these variations tend to

point out is the weakness of B2 in Diagram 8. Remember, however, that this could still be a good move in situations where B can put his sente and strength to good use.

DIAGRAM 15: Now let's look at B2 in Diagram 15. After B8-W9, we can see gains for both sides: W has taken a considerable amount of territory and strength, while B has secured the corner and has sente. It is unlikely that this variation would be good for B based solely on the gain of sente, but in such cases it can be regarded as a possible line of play.

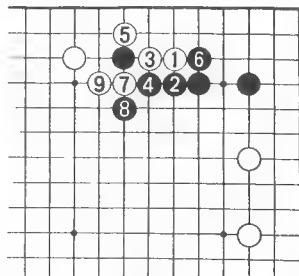


Diagram 15

GO IN NORTH TEXAS

An active new club has sprung up in the Arlington, TX area under the leadership of Wendell Chen. The North Texas Go Club meets in the University Center at the University of Texas at Arlington every Saturday from 8:00 AM to 6 PM. There are already over a dozen

regular participants, mostly Chinese and Korean from the Dallas - Fort Worth area ranging in strength from 5 kyu upward.

This club is especially interested in attracting non-Asian players from the Texas area. They will conduct a major tournament, The Texas Open, on March 28-29. For further information contact Wendell Chen at (817) 572-3915.

DIAGRAMS 16, 17 & 18: W1 in Diagram 16 is another invasion point. There are many possible places for B to play in reply, but they can all be set aside in favor of B2, which is generally considered the best. After W3, Diagram 17 will arise, although the order of moves may be different. B secures the corner and W depends on his strength to the left to bolster his position. But even a strong two-point extension (W4) is not perfect, as B has ways to attack. If W does nothing, a B attachment at *a* of Diagram H will prove troublesome for W. Thus W is usually forced to make a protective play. Considering the original formation for this Type, however (especially if the position was as in Diagram B), when W makes such a protective move it will give him a better position than if he had protected without invading first. This is shown by comparing Diagram 18 with Diagram B.

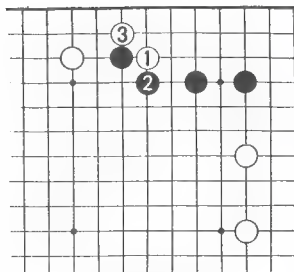


Diagram 16

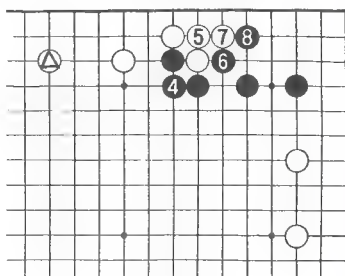


Diagram 17

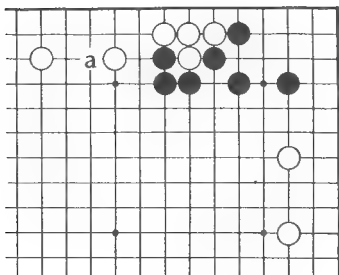


Diagram H

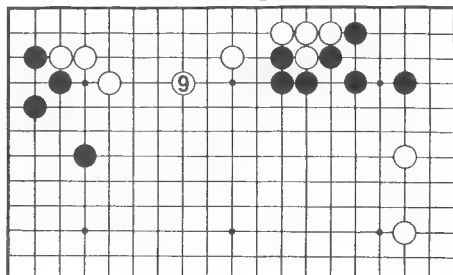


Diagram 18

DIAGRAMS 19, 20 & 21: If B answers W's invasion with B2, the "kick" at 3 is W's correct reply. B can now play at *a* and the position reverts to Diagram 17, but if instead he plays at 4, the result will not be good for him. The continuation through W9 in Diagram 20 is correct play. B cannot allow W to move further into the corner and therefore must block W as in Diagram 21. This, however, allows W to push out with W2-6, separating the B formations with obvious advantage. (If B next tries to stop W with B_a, W simply takes the path of least resistance and pushes to the left with W_b.)

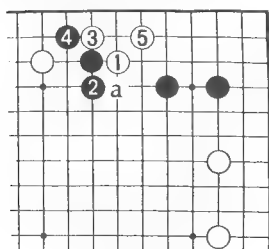


Diagram 19

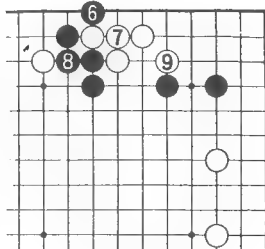


Diagram 20

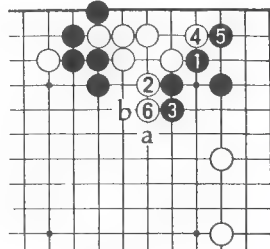


Diagram 21

W9 of Diagram 20 should not be played one line further to the right. Diagram I shows why: W winds up with a position containing no eyes.

DIAGRAM 22: Going back to Diagram 16, if B continues with B1 & 3 here, W captures a stone with 4 & 6. Not only is W much stronger than before (Diagram 17), but in addition B must connect at *a*, giving sente to W. Diagram 22 seems better for B than Diagram 15, but the loss of sente is too great in this position. W, on the other hand, must not omit W4 & 6, since B will play B1 in Diagram J if W plays elsewhere.

DIAGRAM 23: Notice that W could also play W1 here, and if B2, the position reverts back to Diagram 15.

DIAGRAM 24: If B connects at 2, W takes the corner.

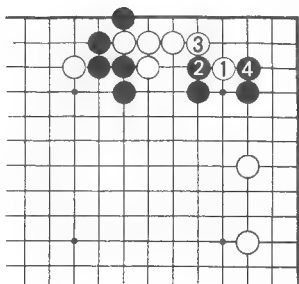


Diagram I

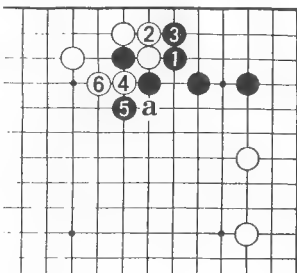


Diagram 22

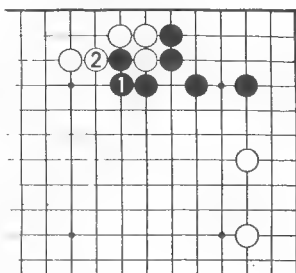


Diagram J

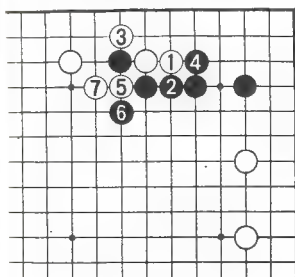


Diagram 23

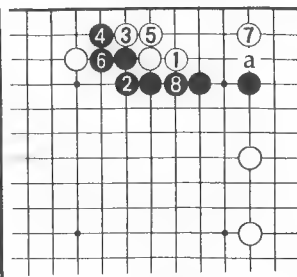


Diagram 24

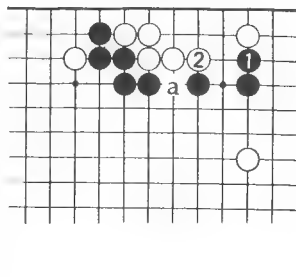


Diagram K

After B8, W must play another stone (preferably at *a*) to secure his area. Instead of B8, if B tried to be more aggressive by playing B1 of Diagram K, then W will simply play at 2, and whatever B does it will end in failure due to the weakness at *a*.

DIAGRAMS 25

& 26: Now let us consider if B can play as in Diagram 25. W would reply with 3, and after B4 play would proceed as in Diagram 26. If B blocks at 8, W can simply move out into the

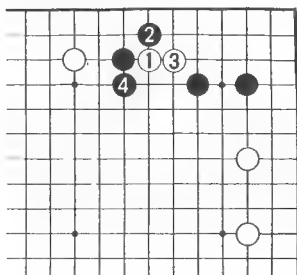


Diagram 25

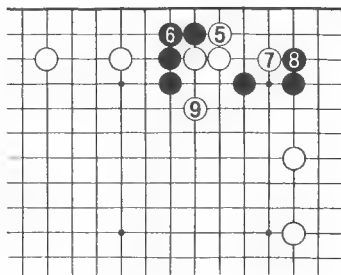


Diagram 26

open with 9 and cut B's groups apart. B cannot stop W. Therefore, this variation should be rejected by B in any position.

DIAGRAMS 27 & 28: Another possible defense is that of Diagram 27. This is very aggressive as it counters W's invasion by isolating the invaders from the left side. However, after the plays of Diagram 28, it is liable to boomerang on B. The corner is now very weak as W threatens to attack at *a*. Therefore, this line of play is also undesirable for B.

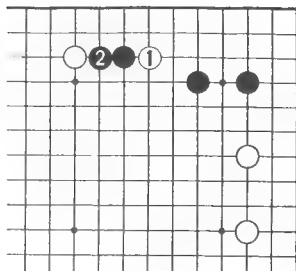


Diagram 27

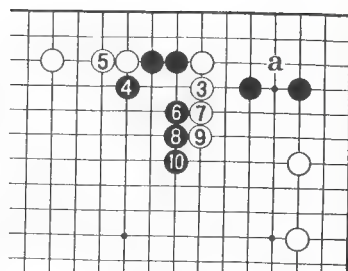


Diagram 28

In conclusion, the best defense is to play directly below the invading stone and allow W either to survive or connect.

DIAGRAM 29: Now let's consider an invasion point which is not so good for W: the "peep" at W1. It is advisable for B not to try and capture the invaders, but to plan the play with the idea of allowing W to live. B joins tightly at 2 and presses at 4 after W3. If B pressed at 4 instead of 2, W would push out at 2 and turn at 3, creating 2 cutting points which would be quite troublesome for B. B would have poor form and W could use this to advantage in various ways.

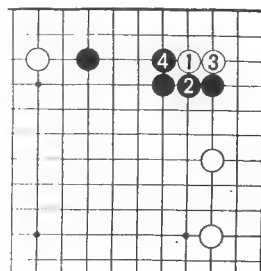


Diagram 29

DIAGRAM 30: B allows W to live, but he undermines W's right side stones and also aims at invading to the left. B should not feel he has lost anything in this maneuver.

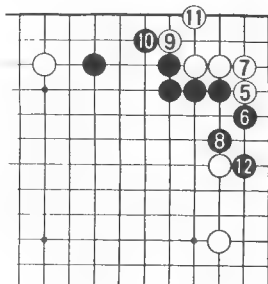


Diagram 30

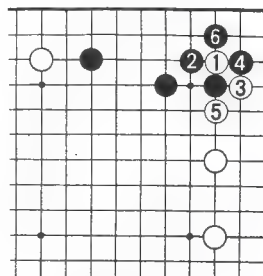


Diagram 31

DIAGRAM 31: An even worse point for W is the invasion at the 3-3 point, as in Diagram 31. This stabilizes B's

position with little gain to W. While this is a common erasure procedure, in this position it is not good. The criteria is whether B occupies the right side or not. If W occupies the right side, his gain here is small. He would merely add a small amount of area to the area he already controls while losing the potential of the other sequences in the Type.

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popular war fought in China, not just Mao's. For example:

The highest form of strategy is to thwart the enemy's plans; the next best is to prevent the junction of enemy forces; the next in order is to attack the enemy's army in the field; the worst policy of all is to besiege walled cities.

Sun Tzu and his followers, of course, wrote long before there were go strategy books, perhaps even before there was go. Moreover, there are no go terms in Chinese borrowed from the language of war — most are Buddhist, in fact. No Chinese general I know of has ever laid out strategy on a go board. We hardly need go to understand Mao. When I was in Beijing I interviewed some of the top Chinese pros who had played or known players who had played with Mao. I asked them if Mao had ever thought of go strategies in planning his campaigns, as Boorman seems to imply from, time to time. They just laughed, saying it was an "old tale".

So Mao doesn't seem to be actually playing go on the board of China, but Boorman delicately maneuvers his thesis to say that if Mao was playing "revolutionary wei-ch'i", then we can understand what he was doing. Thus he takes the position that it *doesn't matter* if the Chinese leaders were conscious of playing go in their war. By studying go as an analogy we can still understand the grand pattern of events in China. It is part of their cultural heritage.

Without any concrete proof of his thesis, Boorman tries to cloud the issue with his definition of "analogy". He actually uses Thomas Aquinas' Theory of The Analogy of Proportions, but tries to conceal its use with several pseudo-erudite references, including citing a manuscript never published or mentioned again by its author. Aquinas declared that we could discuss the ineffable divine traits of God by likening them to human traits: human goodness, for example, then becomes an "analogue" for Divine goodness.

Of course the divine cannot be properly discussed, named or known at all, and this approach can never be used to really *explain* anything. A more modern view of analogy is that the two ends of an analogy are linked only by words, or at best categories of the mind. Anything can be "like" anything else, depending on how we describe or view it.

Boorman's theory strains credulity even further when he presents the rules of go alone as if they constituted motivation or strategy. Leading examples are his descriptions of "encirclement" in Manchuria and "connection" in the Shantung campaign. When he tries to go beyond this his examples are weak. He likens the opening of the Manchurian campaign to a *fuseki* pattern in which Takagawa 9-dan had noted that white had fallen behind. But the accompanying diagram makes its point primarily because white's last move has been omitted; in addition, there is a single stone that has no relationship to Boorman's text.

One wonders how useful it is to compare highly formalized games with the realities and complexities of troop movement. Boorman neglects to mention that the game he compares to the Manchurian campaign (from Lasker's Go And Go—Moku) was played by two low-level amateurs. Thus he doesn't mention (or perhaps doesn't know) that there might be alternatives for the trapped group in the center, such as using it as a sacrifice to gain some large-scale plays on the side. This alternative

certainly was not available to the trapped Nationalists' real-life armies.

In the Shantung "game", the situation for a go player would definitely depend on the rest of the board.

These problems with tactical analogies lead in turn to confusion in Boorman's larger schemata. On page 56, we have the Communists playing white against a number of players taking black in 1927. Against the Japanese on p. 110, the Communists are playing black with a handicap, while another construct is offered in which "the Japanese are the handicap player with black". On page 155, we find that the general position of an insurgent is that of a player without a handicap. On page 157, the game between insurgent and contra-insurgent seems to become an even game.

Most go players seem to find Boorman's writing naive and full of the excessive enthusiasm of the novice. Boorman has never publicly revealed his playing strength. On the other hand, at the time he wrote the book he was somewhat of a China expert. He was born in Beijing the day the Red Army entered the city and had co-authored an article with his father on Mao's tactics. He also seemed to be obsessed with Chinese expansionism and delivered a number of lectures on the subject of the book after it was published. After this quite a large number of uncritical references to the thesis of "Protracted War" appeared in the literature on Asian warfare. However, the book's influence has waned in recent years. The only military authors writing about go now are computer experts working for CIA-fronted companies that are dealing with satellite systems. Yet in many academic libraries, Boorman's is the only book on go, perhaps because of its prestigious publisher (Oxford University Press).

A book has just appeared in the best-seller lists in Japan called The World Of Go, written by Nakayama Noriyuki, author of The Treasure Chest Enigma. Aimed at both players and non-players, it focuses on the game's cultural, social and historical aspects and even includes chapters on go in the West and computer go. The translation of such a book and its appearance on the shelves of academic libraries would do much to present a more balanced view of go's proper place in the history of ideas.

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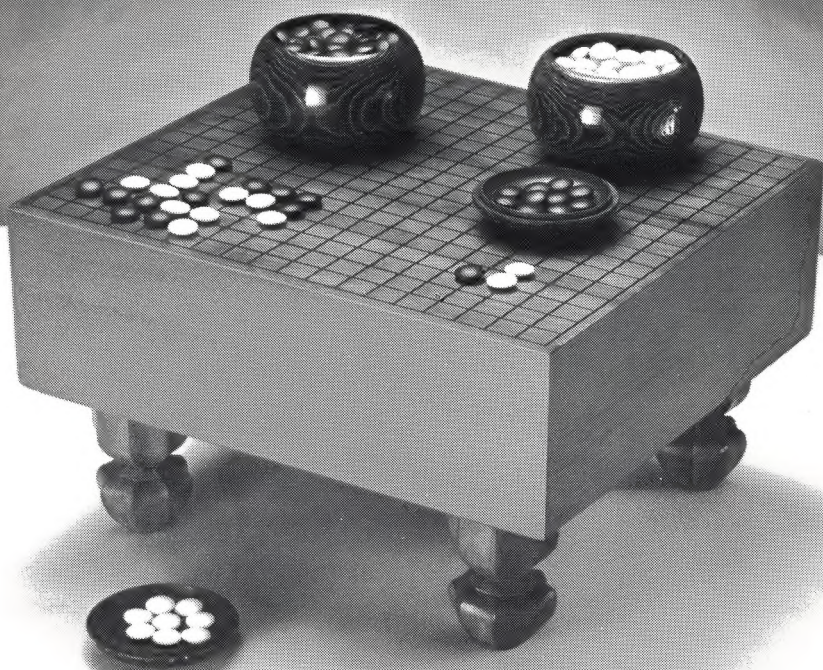
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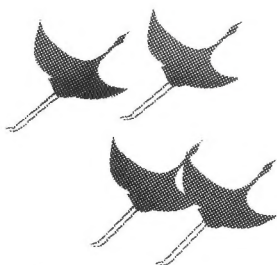
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